



MAJOR PRESENTATIONS

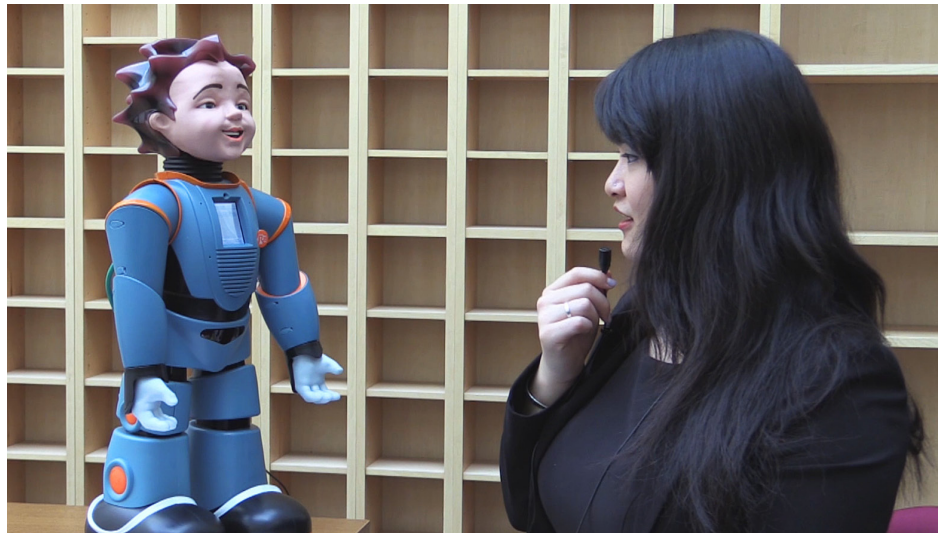
The work and outcomes of the first year was presented in the following forums:

- April 2014: The National Science Foundation hosted Dr. Lewis Johnson's presentation of "Learning Through Virtual Role Play" in its Distinguished Lecture Series.
- June 2014: Keynote presentation at the International Conference on Intelligent Tutoring Systems

PARTICIPATING ORGANIZATIONS

- Alelo
- Robokind
- Virginia Dept of Education
- Thomas Jefferson High School for Math and Technology

RALL-E



GOALS OF THE PROJECT

The RALL-E project is investigating how to design simulation-based learning experiences for language learning that optimize learner motivation and promote conversational skills. We are doing this by developing a prototype lifelike robot that engages in conversations in foreign language, then studying its use in educational settings.

Lifelike robots can simulate face-to-face communication in a natural way. We predict that a robotic interface will be natural and engaging, which will result in improved learner motivation and learning outcomes. We also expect that exploring alternative modalities for social simulations will help us draw general lessons about how to make social simulations more effective as learning tools.

PROGRESS TO DATE

- We developed an initial working prototype robot-assisted language learning system in Chinese, integrating Alelo's and Robokind's technologies. This effort resulted in a working prototype that we could use in focus-group tests with high school students at Thomas Jefferson High School for Science and Technology in Alexandria, Virginia.
- We conducted a focus group test of the initial prototype in May 2014. The results of the focus group provided preliminary validation of the research questions, and provided useful student feedback for how to prioritize future development. The next focus-group test will be held in January 2015.

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